JAMES GARNER

SENIOR ENGINEER (CONTRACT)

Arcadia Group via 101 Ways

JUL 18 -

 Core team writing full stack JavaScript (React 16). Pair-owning component library used accross 7 sites including Topman and Miss Selfridge.

CO-FOUNDER

Entrepreneur First (https://storydust.ai)

MAR 18 - JUL 18

- Technical co-founder responsible for technology vision, roadmap and execution.
- Designed and built Google-quality AI image search via unsupervised learning ontology with subsecond result time through map-reduce query planning.
- Designed and built enterprise-scale image processing queue indexing over a million Instagram photos of people using brands' products.
- Backend: Infrastructure-as-code containerised microservice infrastructure (Node.js/Docker/CoreOS/RabbitMQ/Redis) on Google Cloud Platform, DigitalOcean and Azure with dynamic load balancing and alerting. 100% critical path automated test coverage.
- Frontend: Mobile-first React 16 app.

ENGINEER

Beamery

FEB 17 - MAR 18

- Early hire in full stack engineering for Beamery pre-Series A to post-Series B. Beamery is the world's most advanced sourcing and recruitment marketing platform, empowering companies to treat candidates like customers.
- Pair-lead development of candidate-facing Beamery Pages product (Angular) which was key to Balfour Beatty's "Outstanding Impact Transformation & Change" win in the Firm Awards.
- Lead frontend development of hiring analytics product (Angular; tracking the candidate journey from first visit to hire through Angular/Keen.io/Elasticsearch) and GDPR compliance.
- Advanced reporting work in React/Redux including data visualisation. Supported work on micro-frontend architecture (React, Angular and Vue in one SPA).
- Mentored Founders & Coders interns through a full agile project alongside daily junior developer mentoring and pair programming.
- Ran company-wide knowledge sharing sessions on NLP and web components, and established end-to-end testing with Selenium and Cucumber.
- Worked directly with Facebook, Balfour Beatty, Grab, Greenhouse and Roivant.

ENGINEER

PlayStation (R&D at Sony Interactive Entertainment Europe)

MAR 16 - FEB 17

- Full stack engineering for PlayStation's best-in-class developer support platform.
- Individual responsibility and leadership on application's frontend strategy: build process, dependency management, universal JavaScript, migration of tightly coupled frontend/backend code to APIs and Angular.
- Regular work in San Mateo, delivering Angular training to London and California senior developers.
- Lead agile planning and sprint reviews, regularly presenting to Japanese stakeholders.
- Successful long term sprint visualisation project with GitHub/Rally APIs and D3.
- Supported Architecture Board with greenfield AWS project (Node.js lambdas, Serverless, CloudFormation, Elasticsearch and SNS).

CO-FOUNDER

Epsilon Data (https://epsilondata.co.uk)

2015 - 2017

- Technical co-founder of profitable automated marketing startup.
- Lead generation by finding Twitter conversations and replying intelligently through brands' Twitter handles. Test-driven strategy to avoid spam.
- WYSIWYG landing pages with tracking from automated tweets through to website via client-side SDK.
- "Deep Profiles" parallel crawler technology automatically associating LinkedIn, Twitter and Facebook profiles for clustering.
- API-first insight platform (Node.js/restify) with 0 downtime deployments through CloudFlare API. Failsafe integrations with Twitter, Google Images, Mapbox, GeoNames and Genderize.io.
- Self-service responsive "Client Portal" app (Angular) consuming insight platform APIs.
- Beautiful slide deck reporting with impress.js, Chartist and wkhtmltopdf. 3-year old codebase migrated to Browserify, Babel and Sass build system.
- One-to-one mentoring with the UK's leading ethical tourism charity.

ENGINEER

Relative Insight, Lancaster

NOV 14 - OCT 15

• Developed Python web scrapers for high profile brands including Oxford University and Smirnoff. Published Mumsnet language normalisation algorithms.

DEVELOPER

DataCentred, MediaCityUK, Manchester

JUN 14 - SEP 14

 Internship. Co-delivered customer facing support app in Ruby on Rails and Angular within 3 months, reflecting JIRA ticket activity in real-time. Implemented LDAP support in OSS project phpipam.

DEVELOPER

NextWorldWeb, InfoLab21, Lancaster

JUN 13 - MAY 14

Moved large legacy ecommerce systems to CakePHP, CS-Cart and WordPress. Automated WordPress theme creation from any site.

DEVELOPER

Dark Flow (https://youtube.com/watch?v=yY3QpVo25lw)

2011 - 2012

• Lead a team of 5 developing a "true cross platform game maker". Implemented Mac/Windows/Linux game support through .NET bytecode runner; browser and mobile support through JavaScript generation.

FOUNDER

DS Game Maker (http://gamemakerblog.com/2010/09/22/ds-game-maker)

2007 - 2011

- Created famous Nintendo DS homebrew game making software.
- Sold over 1.500 serial codes and 350 physical 'Homebrew Kits' by age 17.
- Software and hardware adopted at American summer camps and site licenses sold worldwide. International logistics work with Hong Kong and support in German and Dutch.

EDUCATION

DEGREE 2:1 Computer Science BSc (Hons), University of Lancaster, UK

Distributed Systems, AI, Advanced Internet & Mobile Applications, Operating Systems & Concurrency, Programming (Erlang/Python) Digital and Mathematics/Assembly/Compilers). Thesis on text and image semantics in Twitter subcultures.

LANGUAGES

English: Native German: Fluent Spanish: Learning

LEADERSHIP

The Computer Science Society: President (Lancaster, 2014 - 2015)

InterTech LGBT+ Diversity Forum: Organiser (London, 2014 - 2017)

HACKATHONS. CONFERENCES + TALKS

JUL 17 #HackingTalent

First Prize. Suggesting top candidates for hard-to-fill vacancies by classifying text descriptions to form structured vacancy data from job descriptions alone. Team of 3.

JUL 17 AngelHack London

Chatbot-esque personal assistant Chrome extension promoting mindfulness by understanding local browser history. Frameworkless Web Components frontend; Elasticsearch and Node.js backend with multiple API providers. Team of 4.

Capco Hackathon with Monzo and Loqr

First Prize. API clustering spend data from Monzo's API to create financial personality profiles. Tinderlike profile matching client (Angular). Deployed in > 5 hours' keyboard time. Team of 3.

FEB 16 PHP UK Hackathon

Second Prize. Real time websocket powered Twitter sentiment analysis "topic battle" with MonkeyLearn, Pusher, Angular and HTML5 canvas tag clouds.

Global Startup Weekend 2014

First Prize. One line JavaScript embed code for reputation based comments, quantifying personality to eliminate on-line trolls. Team of 4.

Nintendo DS Homebrew, 2014 Edition NOV 14

Speaker at DunDDD conference, University of Dundee. "Adventures in the retro Homebrew Scene" and live demo of writing Nintendo DS homebrew.

MAR 14 Hack Smart Streets 2014

'Most Commercially Viable' Prize. API for public bodies to detect decaying street furniture from crowdsourced imagery using ffmpeg and .NET image analysis. Team of 4.

AUG 13 LeedsHack 2013

First Prize. Mobile AR game 'Pacman City' on Google Maps. Team of 3.